ELECTRONIC

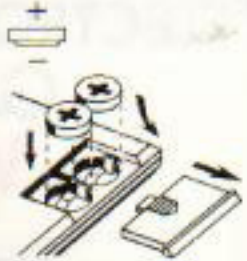
TURTLE BRIDGE (TL-28)

GAME & WATCH

WIDE SCREEN

http://www.replacementdocs.com

INSERTING THE BATTERIES



Insert two LR43 or SR43 batteries into battery compartment with the positive electrode atop.

When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes low or be completely lost. In such a cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold the point down. A display will apear as illustrated. To set time without canceling highest score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch.

By pressing Button 1, you will control the hours. Button 2 controls the minutes. When you have set the desired time, press the TIME button and the clock will start. Pattern moves every second.

ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. Bell mark should appear. (If bell mark does not appear, push again.) Alarm is set when bell mark is on the screen.

By pressing Button 1, you will control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the time as an alarm time. Check AM./PM. of time.

When the time arrives for the alarm to sound, alarm crab appears on the screen and swings a bell.
Alarm sound continues for one minute. Push TIME key to turn off alarm sound. (When GAME & WATCH is in game mode at alarm time, crab swings a bell without sound.)

Push TIME key to check the alarm time. It is indicated while the key is depressed.

GAME A

Tourists attempt to cross a lake, from left bank to right bank, with their baggage by stepping on the backs of turtles.

1. Press the button for Game A. Game A highest score will appear on screen. When the button is released, the game begins.
2. By pressing the two control buttons, move tourist left and right so that he crosses the lake by stepping on the turtles. When tourist reaches other side, he hands his baggage to other tourist, then crosses back again. When turtle sees a fish rising to the surface, it dives down into the water.
3. Once tourist leaves the left bank, he can not climb back without his baggage to other tourist.
4. Score 3 points each time tourist hands over a piece of baggage. Extra points are scored each time tourist returns to left bank.

   * The faster tourist makes the round trip, the higher the score. (Max. points : 12, Min. points : 2)

5. When the tourist is on a turtle that dives, score one miss. Miss mark appears on screen. 3 misses and game ends.
6. When player reaches a bonus score (successive units of 200 or 500), any miss marks indicated at the time are erased with a fanfare and game continues. If a bonus score is reached with no misses, game goes into "CHANCE TIME" for 20 to 40 seconds. Turtles do not move and fish do not appear.

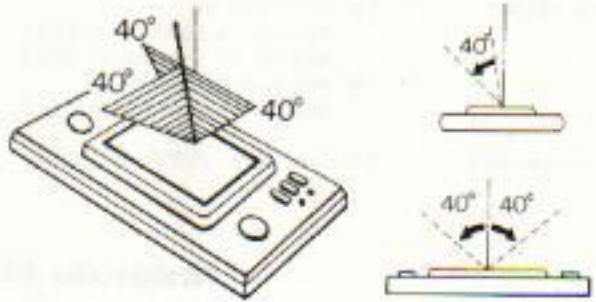
* As score increases, fishes appear in increasing numbers. They reduce in number again every 100 points. Fish always move at same speed.
* After starting Game A, if tourist is not moved from left bank for 8 seconds, he slips into lake.
* Usually, fishes do not rise from the center of screen in Game A. If tourist remains in the center area for more than 2 minutes, fish begins rising from center also.
* Highest possible score is 9,999 points.
* Five minutes after game ends, time display appears automatically.
* A game is not interrupted even if TIME key or other game key is depressed during game playing.

GAME B

Fishes rise from center area of screen. The moving speed of fishes also increases with score. The rest is the same as Game A.

CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
   And never open or dismantle the unit. These can result in damage.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
9. The liquid crystal may be difficult to look at depending upon the angle. The best angle at which to look is as illustrated in the figure.



SPECIFICATIONS

Accuracy of the clock	:	Average daily differential within ± 3 secs. (under normal temperature)
Battery	:	Two Alkali-Manganese batteries (LR43 or SR43)
Life of the battery	:	For clock display Approx. 6 months on LR43 Approx. 12 months on SR43 For one-hour-game a day Approx. 6 months on LR43
Working temperature	:	10°C to 40°C (50°F to 104°F)

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